## Cassette Instructions

If the pack contains two tapes, the first has part 1 on both sides and the second has parts 2 & 3 on side A and parts 3 & 2 on side B.

A single cassette has parts 1, 2 & 3 on each side; be sure to stop the tape after each part has loaded, in preparation for the next.

Put the tape in your recorder and follow the instructions below for your computer. The underlined text is what you type, and remember to press the ENTER or RETURN key after each command.

| | |
|---|---|
| *Amstrad CPC* | Disk owners type \|TAPE . To load, type RUN"" . |
| *Atari XE,800XL* | Remove cartridges. Hold START & OPTION while turning on. Start tape and press RETURN. |
| *Commodore 64* | Press SHIFT and RUN/STOP and start the tape. |
| *MSX 64K* | Type RUN"CAS:" and start the tape. |
| *Spectrum* | Spectrum 48: LOAD"" . Others: turn on; press ENTER |

To save your position, start a blank tape recording and type SAVE . (If the tape doesn't move, press ENTER or RETURN again.) When the game prompts for your next command, stop the tape.

To restore a position, you should be playing the part of the game from which it was saved. Type RESTORE and YES to confirm. Rewind the tape on which the position was saved and play it. (If the tape doesn't move, press ENTER or RETURN again.)

Hints if the game doesn't load.. Try the other side of the tape. Load another game to check everything's connected. Vary the volume and tone settings of your recorder. Clean and demagnetise it (see the maker's instructions). Try a different recorder of another type.

## Disk Instructions

Put the disk in your drive and follow the instructions below for your computer. The underlined text is what you type, and remember to press the ENTER or RETURN key after each command.

| | |
|---|---|
| *Amstrad* | CPC 6128: RUN"MENU" . PCW: Load CP/M; type MENU |
| *Apple II etc.* | Insert disk and turn micro on. |
| *Atari ST* | Boot from disk, or double click on disk and game. |
| *Atari XE,800XL* | Insert disk. Hold down OPTION and turn micro on. |
| *Commodore 64* | LOAD"*",8,1 . |
| *IBM PC,clones* | Load MS-DOS and type MENU . |
| *Mac,Mac+* | Double click on game icon. |

To save your position, you need a formatted disk ready. Type SAVE and follow the instructions. To return to a SAVEd position, type RESTORE and YES and follow the instructions.

More pictures.. Amstrad, CBM64 and IBM disks have extra pictures on side 2. When the game is running (but not while it's reading the disk, please), you can remove the game disk, flip it over and

re-insert it. Atari ST disks are dual format: to see extra pictures, run the game in a double-sided drive.

More information.. Some disks include a README file. Look at this (e.g by clicking on its icon) for machine-specific information.

## Commands

Gnome Ranger knows all the usual adventure commands: compass directions for movement, GET, DROP, EXAMINE, INVENTORY etc.

There are several high level commands: FOLLOW someone, GO somewhere, RUN somewhere (doesn't describe the route), FIND someone, KILL someone, WAIT FOR someone and WAIT FOR number. And the game knows several collective nouns, so you can type things like TAKE ALL BUT THE BELL. Press any key to break out of these multi-stage commands.

People can be asked questions, CENTAUR, TELL ME ABOUT YOURSELF and given complex commands if friendly (see back of box). Several of the puzzles in the game can only be solved by a group of people.

AGAIN repeats a command, BRIEF and VERBOSE control the amount of text, WORDS and PICTURES turn graphics on and off, UNDO takes back the last move (and can be used many times in succession on larger micros), SAVE and RESTORE save your position on disk or tape and RAM SAVE and RAM RESTORE do the same in memory.

Larger micros have an editor to recall previous commands for editing and re-entry. It uses the cursor keys and delete. Try it.

On Amiga, Mac and ST, use the mouse to move the picture up and down; on CBM64 and Amstrad use cursor keys (possibly shifted).

## Credits

Producer, game and pack design: Pete Austin. Game program and system: Mike Austin. Versions: Nick Austin and John Jones-Steele. Original graphics: Godfrey Dowson. Gnomic text: Pete McBride.

## Clues, Guarantee and Copyright

Send this cover with a big stamped, addressed envelope for a free cluesheet. We'll replace the disk/tape free if you have trouble and return it in the first month: after this, please send £1 (or £3 for 3" disk). 

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